Copper 1: 1 Copper Treasure, 2 Conquest Tokens, 1 Curse
Copper 2: 1 Copper Treasure, 1 Conquest Tokens
Copper 3: 1 Copper Treasure, 100 Gold
Silver 1: 1 Silver Treasure, 2 Conquest Tokens, 1 Curse
Silver 2: 1 Silver Treasure, 1 Conquest Tokens
Silver 3: 1 Silver Treasure, 200 Gold
Gold 1: 1 Gold Treasure, 3 Conquest Tokens, 2 Curse
Gold 2: 1 Gold Treasure, 1 Conquest Tokens

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The BlackMantle

By Alex V. Ringgaard

Scenario Background

Two nights ago a cabal of sorcerers made a daring heist into the royal vaults of Tamalir and made off with a large amount of the treasures stored there. As some of the most renowned mercenaries in the city you were immediately summoned by the king. "I care nought for the riches stolen, but the leader of the cabal, a power mad sorcerer known only as the BlackMantle, stole two artifacts of immense power: The Clock of Time and Space and Fortuna's Dice, both extremely dangerous in the wrong hands. These are all I care about, whatever else you recover you may keep as payment, but please! Recover the artifacts before it's too late!".

Mission Goals

That was two nights ago and you've been in hot pursuit of the cabal ever since. It's been more than 48 hours since you last slept. Your horses are beyond exhaustion and you are deeper into the Starfall Forest than anybody have been in centuries. But, you have finally caught up with the cabal which have abandoned their horse and fled into an ancient castle ruin that you doubt anybody even remembers anymore.

Area 1

You enter the castles ruined entrance hall just in time to see the cabal of sorcerers split up into 3 groups which all flee further into the castle. However, just as you are about to give chase kobolds start pouring out from the holes in the walls.

Area 2

You enter a huge open room, which must have been a mess hall. The foundation have long since crumpled and the far end of the room is nothing more than a huge indoor lake with water running down a corridor to the deeper parts of the castle. You are just in time to see a Naga spring from the lake and grab the rearmost sorcerer, as the rest flees down the corridor, leaving the man to his fate. "Intruderssss!" hisses the serpent while a group of beasts crawl forth from the crumpled walls.

If a hero ends his movement on the encounter marker:

Rummaging through the body of the dead sorcerer you come across some of the stolen treasure.

Give the hero a card from the copper deck.

Area 3

As you open the door you hear an agonised scream and nearly stumble backwards in surprise as a boulder the size of a small house thunders past you at breakneck speed. In their hast the sorcerers must have triggered some ancient defence mechanism. At the other end of the room a lone sorcerer pushes desperately at a huge stone door. "Damnation!" he exclaims as he whirls toward you flinging spells to reanimate his flattened colleagues.

If the boulder in this area ever moves through the space with the chest, the chest is destroyed and removed from the game.

Area 4

You enter an old hallway, finding a group of sorcerers hurriedly trying to pick up the treasures from a chest whose bottom have fallen out. "Leave it!" yells one of them, but just as he stands up there is a loud "Click" and in the blink of an eye the sorcerer is nothing more than a smear on the floor as a boulder rushes from a hidden trap in the wall.

Area 5

You enter the castles decayed throne room. The ceiling have long ago caved in, exposing the room to the elements. Atop the throne a great manticore lies in its nest, surrounded be smaller razorwings. It does not look pleased to be disturbed.

If a hero ends his movement on the encounter marker:

Amidst the debris at the throne you find something which must have belonged to whoever used to rule this place.

Give the hero a card from the silver deck.

Area 6

As you unlock the stone door to the castles half collapsed temple you are meet with a worrying sight. A whole tribe of beastmen seem to be worshiping an old statue that is so decayed that there are no way to tell whom it once portrayed. Even more worrisome, however, is the fact that opening the door have somehow awaked the statue which, on top of all else, seems to have driven the beastmen into a frenzy.

Area 7

Using the ancient rune key you enter what must once have been a guard room. Two wizard are frantically scribbling arcane runes all over the walls. "Meddeling Fools!" snares one of them. "You shall never catch our master". With these words he writes the last rune into the floor and the air in front of you wavers with heat as demons pour into the world from beyond.

Area 8

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You bust into the old keeps treasure vault. Gold and gemstones lies scattered everywhere! The monsters inhabiting the castles must have kept treasure hunters away for centuries. The sorcerer BlackMantle stands behind two huge golems made of animated coins. The Cloak of Time and Space billows around him, bending reality before you very eyes and he manically clutches Fortuna's Dice in his hands. "The chase is at an end" he screams, madness slowly creping into his voice. "I am more powerful the Vorakesh himself. All of Terrinoth shall bow to me".

The sorcerer in this area is BlackMantle. He has the stats of a normal master sorcerer except that he has 7 extra wounds, roll 4 extra black dice and doesn't have the Undying ability. In addition to this he has The Cloak of Time and Space and Fortuna's Dice which he uses just like a hero (Fortuna's Dice refreshes on the Overlords turn).
Both golems in this area are Master golems. Use a normal golem figure to represent the second Master golem.

If the heroes defeat BlackMantle:

An earth shattering explosion blinds you and for an infinite second you are suspended between reality. Then, in an instant eternity, reality reassert itself in the form of a splitting headache. Fortuna's Dice clacker loudly across the floor and comes to rest against the hem of the Cloak of Time and Space. You look around at the masses of gold and remember the kings words "Whatever else you recover you may keep". Not bad for 2 days of work!

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